Tutorial Exploration Journal

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Tutorial Exploration Journal

101 Cuanacht Farmhold

Exploration Journal entries for most Locations in Tainted Grail start with an introduction that leads to your decisions. Read the Location introduction first:

A deep feeling of loss pervades Cuanacht – from dilapidated farms to the sunken eyes of those who remain in town. The menhir in the market is nearly extinguished. Still, this place is the only home you ever knew.

Now, you're ready to choose what to do in this Location. Below are two options redirecting you to different Verses (paragraphs). Each has a requirement. The first time you come here, you are only able to choose the first option, because the second one requires a specific part of a status (story-trigger) marked on your Tutorial Save Sheet. If you are here for the second time, you should already have part 2 of the required status, so only the second option is accessible to you.

Make your choice now:

- **Speak with your master** (only if you **don't have** any part of the "**Surprising Errand**" status) – go to Verse 1.
- **Complete your mission** (requires part 2 of the "**Surprising Errand**" status) – go to Verse 2.

1

Erfyr is up earlier than usual. As you enter, he hides a large pack behind a curtain and turns to you with a wide smile.

"You here, lad? Good! Hope you're ready to stretch your legs a bit? I hear a star fell near Whitening, and a local tanner picked it up. It's a solid ingot, large as your dingy head. I'd rather not have it fall into the hands of some other smith."

You nod. Falling stars are a bad omen for most simple folk, but they always excite blacksmiths and armorers. After all, the legendary Excalibur was forged from one of these cold shards of distant skies.

Soon, you depart, walking down the sloping fields toward the mist-covered forest, with some rations, your trusty hammer, and a purse of silver Erfyr gave you. Before stepping into the shadow of the trees, you take one last look back at the ancient statue towering above shacks and houses.

How much longer can this tired, old thing protect Cuanacht?

Gain part 1 of the "**Surprising Errand**" status. Gain 1 **Wealth**. Exploration ends.

You have gained your first story-related status. Mark it on your Tutorial Save Sheet or write it down on a piece of paper. **Beor** also gains 1 **Wealth**. Take 1 universal marker and place it in the **Wealth** slot of **Beor's** Tray. After that, Exploration ends. You should return to the game – go to **Part 3: First Travel.**

2

You enter Cuanacht exhausted and in pain, yet even in this condition, you quickly realize something happened in your absence. Many sad-eyed townsfolk walk the streets or argue in small groups. Startled, you look towards the menhir, but it seems fine, surrounded by ribbons flapping in the wind. There's no wyrdness in Cuanacht. So, what could draw all these people out of their houses?

As you approach the forge, you almost stumble upon the boy who usually delivered Erfyr's messages.

"They're gone," the boy tells you. "They left at the break of day. Erfyr wants you to take care of his workshop."

You stumble into the building only to find it empty, save for a note lying on the workbench, held securely in place by a heavy ingot of star iron. Three times you attempt to read the parchment, your eyes watering from helpless rage. It says Erfyr left Cuanacht without you, traveling with Lord Yvain, Fael, Aubert, and Neante. They head for Kamelot, where they hope to find help for your town. You were deemed too weak for this journey – not good enough.

As silent rage grows within you, gone are the exhaustion and the pain. You leave the forge and look to the East. Somewhere there, behind rolling mists, clouds of wyrdness, and dangerous trails, the Cuanacht Champions journey on.

You're sure you will find them.

Each Party member gains 1 .

CONGRATULATIONS! You have finished the tutorial scenario. You will find Erfyr's letter in the game box – it will prepare you for the first Chapter of the Fall of Avalon Campaign.

Good luck in the bleak world of **Tainted Grail!**

102
Hunters' Grove

As you walk into the shadow of the Hunter's Grove, your heart beats faster, and your wound burns. You died not far from here, two weeks ago, though it took some time for you to realize that. You try hard to not think about those events, humming your favorite tune to chase away the memories.

Dream

In your dream, you return to the dark ravine, deep in the Grove. Like many others, you search for a little girl who went missing in Cuanacht. Instead, you find a mass of what look like tangled black snakes crawling across the moss-covered stone. The mass rises on countless black legs and rushes at you. For a split second, you see the horrific truth: what charges is a malformed, overgrown, beating heart on countless legs of blackened veins and arteries. It opens its circular maw, full of lamprey-like teeth.

Next moment, it's on top of you, ripping into your side and trying desperately to push itself into your chest. With all your strength, you pull it away from the wound, throw it to the ground, hold it in place with your boot, and crush it with a swing from your hammer.

Then, you wake up, alone in the forest, shivering. The wound burns again. You asked the the village priestess and herbalist. You tried many remedies and quaffed foul-smelling mixtures. Still, the wound festers, turning black.

You try to fall asleep, but your mind dwells on what fate awaits you – and whether a thing like the one that killed you will emerge from your chest once you die.

Lose 1. Gain 1.

The prophetic dream caused **Beor** to lose a point of and gain a point of . Move the markers accordingly. After reading a Dream or a Nightmare, continue the game – in this case, go to **Part 8: Start of the Second Day.**

Nightmare

Whenever a Character's Terror is in the red zone of the Terror Track, sleeping in Locations with the icon causes Nightmares instead!

107
Whitening

The hole is here, as always, gaping at the heart of Whitening. The white lichen that gave this town its new name seems to grow out of it. It covers the walls of the nearby halls with a thick coat. Only close up one can discover it is, in fact, a layer of small, sparkling crystals; like sea-salt on the wooden posts of a pier. As you inspect it, several people watch you suspiciously.

You shrug your arms to show them you're not interested in their secrets.

Go to Verse 7.

1

If you're reading this, you misunderstood instructions from this Location's introduction. It sent you to Verse 7, so you should go there

5

Your questions spur no kindness, so instead of relying on them, you approach the guardian menhir to see it for yourself. It looks like the one in your town, but something is off. The sensation you experienced around Cuanacht's monument, an indescribable feeling that the world is suddenly more in focus, is gone.

So, the rumors were true. Whitening's Menhir is now a dead piece of stone.

Gain 1 and 1 **Exp**. Go to Verse 7 and make another choice.

7

There's no love lost between Cuanacht and the Whitening. You shouldn't stay here too long.

- **Visit the village tanner** – go to Verse 9.
- **Ask Whiteners about their Menhir** – go to Verse 5.

9

You ask around about the tanner Erfyr wanted you to find, and draw some strange looks. Finally, someone tells you this man moved out several months ago. Angry and confused, you reach the tannery, only to find the building abandoned and covered in cobwebs. What's going on? Was this a cruel joke?

Gain 1. Gain part 2 of the "**Surprising Errand**" status. Exploration ends.

Gain a point of , then mark the second part of the status on the Tutorial Save Sheet and continue the scenario – go to **Part 13: The Way Back.**